

MilAtari Limited Edition

Vol. VIII, No. VIII
August 1989

This Month: **MilAtari Picnic**

Sat., August 19th, 12:00 Noon
Jacobus Park, Area #2
See Map on Page 6

Exec. Board Meeting

Sun., August 26th, 7:30pm
Pepino's, 9909 W. Appleton

Next Month: **General Meeting**

Sat., Sept. 16th, 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis

October: **General Meeting**

Sat., Oct. 21st, 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis

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Edward C. McManus

The Computer At Stonehenge

*Strange things are done to be number one
In selling the computer
IBM has their stratagem
Which steadily grows acuter,
And Honeywell competes like Hell,
But the story's missing link
Is the system old at Stonehenge sold
By the firm of Druids, Inc.*

*The Druids were entrepreneurs,
And they built a granite box
It tracked the moon, warned of monsoons,
And forecast the equinox.
Their price was right, their future bright,
The prototype was sold;
From Stonehenge site their bits and byte
Would ship for Celtic gold.*

*The movers came to crate the frame;
It weighed a million ton!
The traffic folk thought it a joke
(the wagon wheels just spun);
"They'll nay sell that," the foreman spat,
"Just leave the wild weeds grow;
"It's Druid-kind, over-designed,
"And belly up they'll go."*

*The man spoke true, and thus to you
A warning from the ages;
Your stock will slip if you can't ship
What's in your brochure's pages.
See if it sells without the bells
And strings that ring and quiver;
Druid repete went down the chute
Because they could not deliver.*

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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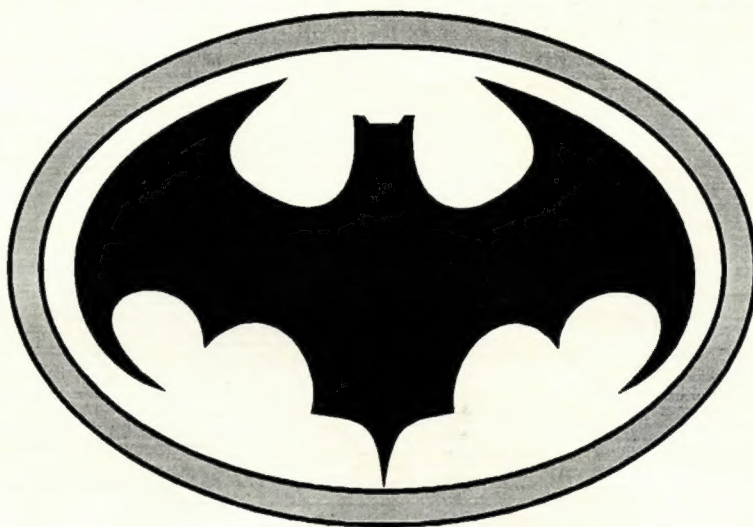
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Bob Carpenter

Microprose Soccer

Microprose Soccer
ST Soccer Game/Simulation
Color Only
List Price: \$49.95
Overall Rating: Excellent
520/1040 ST (2 SS Disks)

If you've ever fancied yourself as the next Pele, and wanted the opportunity to prove it, here's your chance. You have the option of playing either Outdoor or Indoor soccer. Unless you are an extreme masochist, I would recommend starting out playing Outdoor Soccer because the action moves at a less frantic pace.

Ok, now that you've loaded Outdoor Soccer, you have several options. One, you can enter "Microprose International Challenge". The Challenge is a one player game where the one player plays through 16 teams that the computer controls. These teams are of different levels. The first team that you face is Oman. As you can imagine, Oman is hardly a world power. However at first, as you acquaint yourself to the controls, Oman will probably be a difficult team to beat. To avoid frustration, be sure to read pp. 10 and 11 of the manual. These pages show you how to shoot the ball. It's really quite simple, but it wasn't immediately obvious to me. As a result, my players looked like the wimpiest soccer players ever conceived. They couldn't even shoot the ball more than 2 feet.

Talking about shooting, once you master how to shoot the ball for a little more distance (it's really easy if you bother to read the directions), it's time to master the types of shots at your disposal. You will find quite quickly that after disposing of the Omanis, the other teams won't let you take a simple shot in front of the goal. As a result, you must learn to make the ball curve when you shoot, which the manual calls a "banana shot". The

game allows you to change how much the ball will curve, it can curve either Lo, Medium, or High amount. The manual says that the default setting of Medium is the most realistic. The game will also allow you to shoot a backwards overhead kick. I'm not very good at this particular kick yet, but it probably took Pele many years to perfect it, so I'm not worried. You can also try a chip shot to shoot it directly over an opponent's head.

**"If you've ever
fancied yourself
as the next Pele,
and wanted the
opportunity to
prove it, here's
your chance."**

By now, you're probably saying, "Great, he's told us about all these great shots, but he hasn't told us a thing about how to stop these shots." Now it's time to talk about defense. The first weapon that you have on defense is the slide tackle. By pressing the fire button, the player that you have selected will attempt a slide tackle. By using the slide tackle, the defenseman can sometimes strip the ball from the offensive player. However, this isn't always successful. It is possible to miss the ball and the offensive player will continue on while it will take you a moment to get up and start moving again. Also, if it's raining (Yes, I said rain!), a slide tackle can be a very dangerous move. If you've ever seen pictures of an Indy car crashing into the wall, then you know what it looks like when one of your players goes skidding because he attempted a slide

tackle on a wet field.

You can also steal the ball by taking the ball off the opposing players feet. This takes some practice, but is much less dangerous than the slide tackle can be. However if this all fails, you still have one person left, the goalie. When an opposing player gets too close, player control is transferred to the goalie. Handling the goalie can be difficult, especially at first. This is because control is handed over very quickly. So what happens is that you were trying to stop the player with your defenseman when the control changes to your goalie. As Murphy's law would say, the way that you were moving your defenseman a split second before is the exact opposite way that you want to move your goalie. This is how goals are scored, especially when you're getting used to the game. You will see a goal where the goalie was moving in the exact opposite direction of the ball. It is a most frustrating and humiliating experience. What can be more humiliating is what happens after the goal is scored. The players on the opposing team all fall to their knees and look like they are praying to Allah. It is really quite humorous unless it is a goal that is scored against you (but you just weren't good enough, now were you!).

Now that we've talked about defense, it's time to talk about that most glamorous moment, the goal. When a goal is scored, the word "Goal!" flashes up in big blue letters. Big deal, you say. Now comes the instant replay! Your goal (or, unfortunately, your opponent's) is replayed in all of its magnificence. The screen will "rewind" like a VCR, complete with screen static. It's a very nice touch. A big "R" will flash in the corner of the screen to remind you that it is only a replay. More than once, I've moved my players only to find out that it was only a replay. Then the players will recreate the moves of the famous (or infamous) event.

I've tried to give you a feel for what the outdoor game is like, now

continued next page

Microprose Soccer



let's take a quick look at the indoor game. The indoor game is much more arcade-like, needing faster reflexes and not as much great defense. It is very difficult to run plays to different players as in the outdoor game, because everything is moving so much faster. The indoor game has walls surrounding the field so the ball doesn't go out of play as much. It is also possible to use the walls to bounce the ball past the goalie, like in "bumper pool". This can be an effective, and hard to master, shot.

To make a pass to any player (in outdoor or indoor), you press the fire button on a player when he faces the correct direction and let go. How long you press the fire button depends on the length of the pass. Anyway, the ball will come towards, hopefully, another teammate. To have the teammate try to recover the pass, just press the fire button to activate that player and have him chase the ball.

Other assorted items are the fact that you can adjust the length of your

match from 2 to 12 minutes. Also you can save a "Challenge" or "World Cup Tournament" in progress. Since these tournaments involve you beating 16 teams or being in a league with other players, it would be unrealistic to think that people would devote an entire day just to playing Microprose Soccer.

The "World Cup Tournament" that is mentioned allows you and up to 15 of your friends to pick World Cup teams and replay the World's Cup tournament. I haven't played this yet, because if you only have 2 people in your league, the computer takes over the other 14 teams.

Overall, I feel that this is a finely crafted game. Fine touches abound, from the weather option to the league play to the easy to learn controls. For those of you who keep up on European magazines, the June issue of ST Action (a European magazine) gave Microprose Soccer an 87% (tied for the highest in the issue) and gave it an "STA1" seal of approval.

By now you're probably thinking (especially if you read some of my past articles) that I have this strange obsession with European software. That's probably true. There are 2 reasons that I review software for MilAtari that isn't readily available in Milwaukee. First, a lot of the European software has American outlets (e.g.: Mindscape, Taito, etc) so when, or if, the game is imported to America, you have a fair idea of whether it's worth the money.

The second reason is more long term. In a city the size of Milwaukee, there is no reason why there can't be an outlet for European software. In the Chicago area, there are 2 such locations that I know of. These dealers don't carry European imports "for the good of the Atari user", though they may want you to believe that to be the reason. The real reason is that carrying European imports has been profitable to those dealers. In a large city like Milwaukee, there should be enough Atari ST users to justify at least one dealer that just carries a few European titles as an experiment.

If a dealer can be convinced to start the experiment, then the dealer needs to be **supported** in order to encourage further importing and let them know that they are appreciated. For the dealer's part, they have to do their research. There's a lot of entertainment software in Europe, some is good and some stinks. If the dealer puts in a little time, there is a reward. Since not too many dealers import, there is less of an incentive to discount. For that reason, the dealer can have a higher markup. I've never complained about paying \$5 - \$10 more for the privilege of trying the software before I buy. Well, I guess it's about time for me to take my soapbox and go home now...



Bruce Rahlf

Winter Challenge

Winter Challenge
Tynesoft 1988
Distrib. by Thunder Mountain
Suggested Retail: \$12.35
Atari 8-Bit, 64k Required

It's not too often new products become available for the Atari 8 bit machines and, at an affordable price to boot. Therein lies part of the reason for my purchase of 'Winter Challenge'; the other being that my daughters so much enjoyed 'Summer Games' that they kept bugging me to find the winter version that they had seen on a 'unnamed' system.

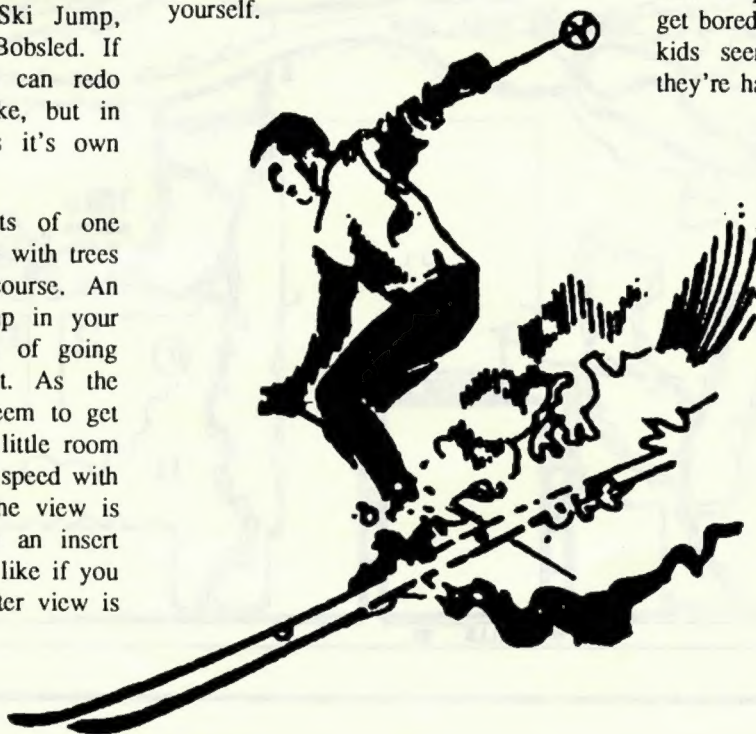
'Winter Challenge' consists of two double sided discs and a short instruction manual. Upon booting the game you get the title page. Pressing the fire button gets you to the option screen. Here you can list by name up to six players and what countries they wish to represent.

Next comes the events. You have a choice of competing in any of the five events: Down Hill, Ski Jump, Biathlon, Slalom and the Bobsled. If you're just practicing, you can redo events as often as you like, but in competition each event has it's own heats.

Downhill: This consists of one heat down the mountain side with trees lining each side of the course. An occasional log will show up in your path. You have the option of going around or jumping over it. As the course goes on, the trees seem to get closer together, leaving you little room to get through. Control your speed with the joystick up or down. The view is from behind the skier with an insert showing what it would look like if you were actually there. This latter view is somewhat confusing.

Ski Jump: Looking from the top of the jump, you ski out from a small brick building. Press the fire button to start your descent down the ramp. The object is to jump the farthest with the best form. If your skis are not parallel when you land, you'll end up falling and beating your fists on the ground in disgust. Three tries here to do your best.

Biathlon: This event took me quite a while just to get my skier to move. The only thing I can compare the joystick movement to is mixing a batch of cookie dough. As you stir the joystick the skier starts his cross country trek. The scenery is not bad, but I could swear I've passed some of these areas before. Could it be deja vu? Along the way you will be stopping at three target areas in which you'll have the opportunity to test your marksmanship. Be careful though, after all that skiing your arms become very tired and the rifle tends to wander quite a bit while you take aim. Time is added to your score for every miss, so watch yourself.



Slalom: This is where I do my great imitation of a human snowball. The object here is to go around and through the flags the right way. I tend to keep running into the fence on either side of the course. Not much to do here but practice.

Bobsled: This is my least favorite event. Your team comes out pushing the sled. As you all jump in to start the course, the view is from behind. What this looks like is a small sled going through a huge drainage ditch. You control the sled by pushing the joystick left or right depending on the curve. If you get too high in the curve the sled will spin out of control and you have to start over. To keep the sled under control, the fire button acts as a brake, but you also lose time. The background scenery is pretty impressive as it scrolls with the direction of the course. You even get to see the sun and moon scroll back and forth. Three attempts at this for the best time.

One drawback of this software is the inability to use more than one drive. The events take up all four sides of the discs so there is disc swapping to change events and time to load said events.

All in all, 'Winter Games' is pleasant to play. How long before you'd get bored with it I couldn't say, but the kids seem to enjoy it. As long as they're happy, it's money well spent.

Announcing the 1989 MilAtari Picnic!

The MilAtari Board of Directors cordially invites all members to attend this year's MilAtari Picnic. The festivities will be held on Saturday, August 19th, at Jacobus Park, picnic area #2, and will begin at about noon. The club will provide meat, buns, plates, utensils, beer and soda, and we're asking that the members bring their favorite dish to pass. Anyone interested in helping out by bringing grills, games, etc., please call myself or Ed Newman at 628-2556.

We will also be giving away some very nice door prizes so don't miss it!

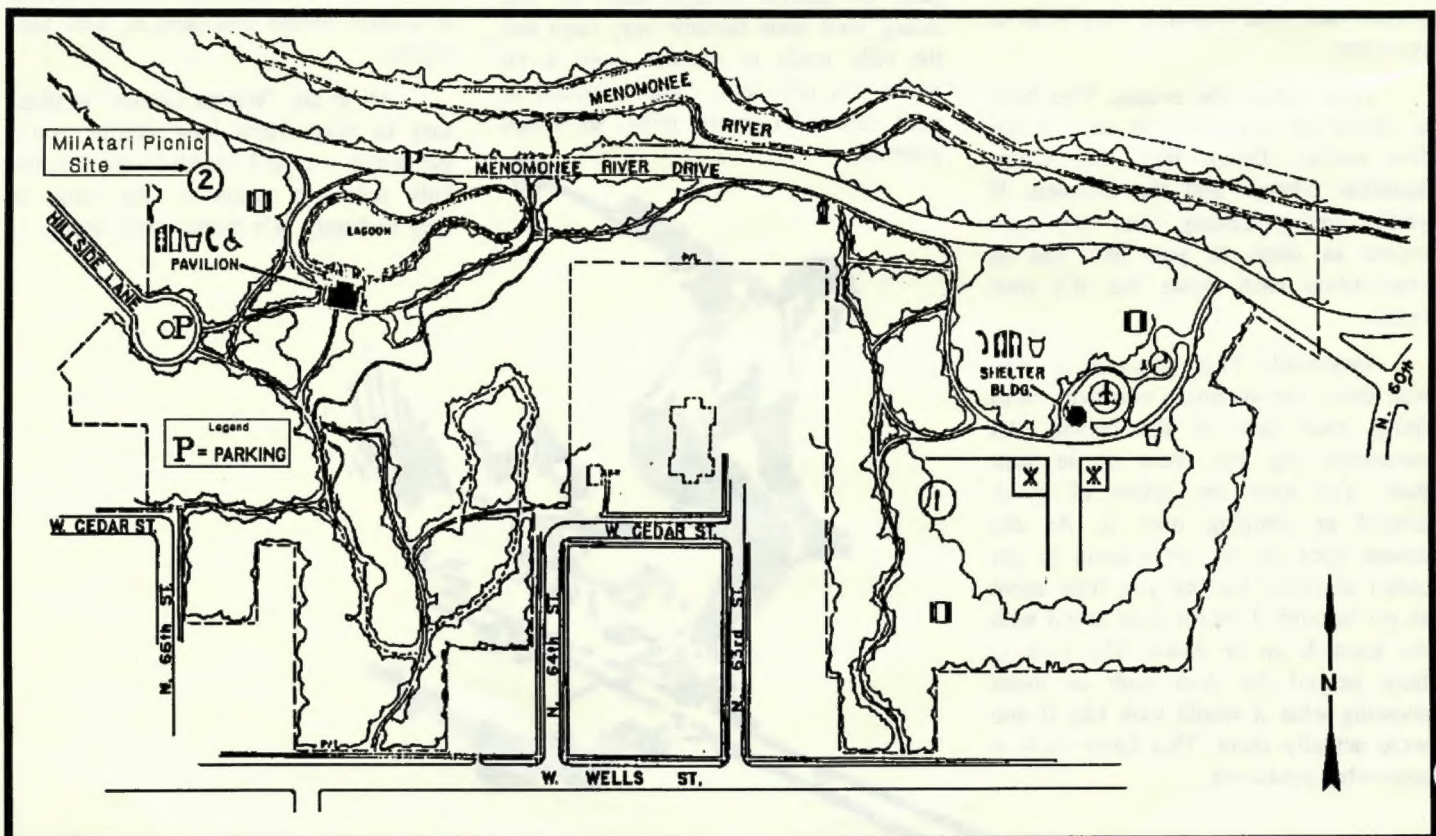
Our public domain librarians will have a limited supply of disks made up for sale at the picnic, so if there is something special you want to pick up I recommend you give them a call so they are sure to have what you want. Also remember orders can be placed on our BBS as well.

Unfortunately since there were NO entries in the contest run by Dennis, he will have no new ST PD disks to release this month. I don't care to dwell on the negative, but I do find it disheartening to find that not one of us was able to put something together for Dennis. He puts a lot of time into his position and takes his work very seriously, so the least we can do is support him...

I will have a preliminary report to give the membership on GEN CON at the picnic as well, so expect a very short informal meeting. Hope to see you all there!

-Michelle

Jacobus Park



ST SIG Leaders Needed!

I am currently looking for ST SIG leaders for this fall and winter. It's fun! It's easy! And you will be helping people you know - your friends in MilAtari!

You **DON'T** need to be an expert on anything, all you need to do is show off whatever it is that interests you, in your computer hobby, and have the desire to help others. That means if you're into games, GREAT! We would love to see how you play it. If you're into word processing or desktop publishing, SUPER! What makes it work for you? We want to know. Maybe it's some other application, or you've come up with something totally original. Let the rest of the club in on it!

All positions are open right now (Beginner, intermediate, expert) and you can do as many or as few SIG's as you would like. Join in the fun, and learn while you help others with what you know.

Please remember, all of us as a whole can only get out of our club what each of us individually puts into it.

WE NEED YOUR HELP! PLEASE volunteer.

Tom Bardenwerper

ST Vice President

Attention 8-Bitters

After being your 8 bit Vice President for a few months now, I thought it would be nice to present a few of my views and hopes for the future of the 8-Bit segment of our club. My hope for this club is to bring more of our 8-Bitters together. I know you're out there. If you haven't noticed, we have quite a few beginning 8-Bitters in our midst, myself included. We also have a great wealth of members willing to help those of us who are not quite sure if he/she is doing things the right way.

Thanks to these people, I think we can keep a strong 8-Bit group within MilAtari. We as members need to encourage one another to get involved within the club, and whenever possible, get together with each other outside of club meetings.

One of my goals is to get ongoing ideas from you as to what you would like to see or learn from YOUR club. I'm willing to head this up and guide it through, but I need input from you. So please don't be afraid to speak your mind, I'm open to all suggestions.

Let's not keep having the same people over and over again show up to demo our SIG. We all have to get involved. I know, it's a hard thing to do, but just think of the help and enjoyment you might be giving to someone else. If you have any hardware or software you'd like to show off or something you'd like to see, give me a holler, we can arrange almost anything.

Remember, this is your club. You get out of it what you put in it.

Bruce Rahlf

8-Bit Vice President

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